

Game app addresses sexism and sexual harassment in the workplace.

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Sexism and sexual harassment in the workplace are serious problems. But individuals and organisations often cannot recognise the problem and sexism goes unchallenged. This creates an increasingly hostile working environment.

[The Antisexism Game](#) is a unique game-based app that helps employees and employers understand the levels of perceived sexism and/ or sexual harassment in their workplace.

The Antisexism Game combines academic research and serious games to create a highly engaging diagnostic tool that helps participants recognise sexism in the workplace. It was developed by an academic with 20 years' expertise researching and teaching the psychology of prejudice.

The game explores sexism and sexual harassment in ways that are meaningful in real-world situations. It helps employees engage in a process of self-assessment. This helps them to decide whether they have witnessed, or experienced, sexism or sexual harassment in the workplace.

10% of profits from the Antisexism Game will be donated to Rape Crisis England & Wales

How does it work?

The app is intended to be played by individual employees. It works through a web browser on any device and takes a few minutes to complete. There are 2 activities in the app:

1. Bubble Burst

A fast paced game that helps players recognise sexism and sexual harassment.

2. Test Yourself

3 short questionnaires with a total of 21 questions with yes/no answers. The answers enable the app to indicate if a player has witnessed, or experienced, sexism and/or sexual harassment and how severe it was.

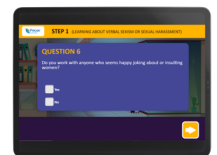
Employers offer their employees anonymous access to the app. The app helps individuals understand if they have witnessed, or experienced, sexism and/ or sexual harassment.

Aggregated anonymous responses are available to employers through a dashboard enabling them to assess whether there are wider issues that need to be addressed. The app can then be used repeatedly to track the impact of any remedial interventions. Are the levels of perceived sexism or sexual harassment decreasing?

The Antisexism Game was created by:

- Dr. Caroline Mitchell, an academic with 20 years' expertise researching and teaching the psychology of prejudice.
- [Focus Games](#), the leading developer of game-based learning tools in healthcare.

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Company Contact:

—

Focus Games Ltd

T. 01415545476

E. melvin@focusgames.com

W. <https://www.focusgames.com>

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